Fuzz Droid

User Guide, 1.5.x

Introduction

Fuzz Droid is a distortion effect based on the gain stage in the CP3 modular mixer. Its sharp, asymmetric discontinuity generates BIG harmonics and makes for an aggressive sound! It's our rudest effect yet.

Fuzz Droid is an audio effect plug-in for macOS and iOS and is available in the AUv3, CLAP, and VST3 formats. It can be downloaded through the Apple App Store. The CLAP and VST3 formats require a quick installation from the standalone app which you can see here:

▶ How to Install Your CLAP Plug-In   ▶ How to Install Your VST3 Plug-In

Modules

Crunch It!

Drive: Sets the level of the signal going into the distortion model.

Headroom: Sets the level at which the signal hits the distortion model's nonlinearity.

Note: Due to the asymmetric nature of the saturation curves, distortion can (and will) occur below 0 dB even at 100% headroom!

Output: Distortion model output gain stage.

Type: Sets the distortion model type.

> **CP3+**: A sharp asymmetric discontinuity gives this curve an incredibly rude sound!
> Absolutely brutal on synthesized percussion. Plus, a subtle even-order harmonic.
>
> **CP3-**: Smooth and heavy. A more polite counterpart to the positive curve's complete lack of social grace. Try this one when the positive curve sounds too bright.
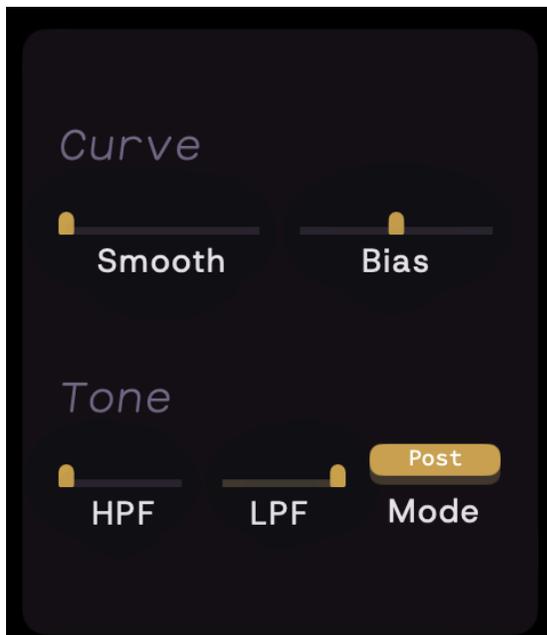
Advanced

Smooth: Applies a custom smoothing function to the distortion model for a less harsh sound.

Bias: Adds a DC offset before hitting the distortion model then subtracts it after.

HPF: Sets the cutoff frequency of a one-pole high-pass filter.

LPF: Sets the cutoff frequency of a one-pole low-pass filter.

Placement: Sets whether the tone filters are applied before or after the distortion model.

Common Features

General Usage

Adjust a control's value by dragging *anywhere* inside the control's general region.

Fine-adjust a control's value by holding the shift key while you drag (macOS only).

Restore the last-loaded preset value by double clicking on the control.

To restore a default value, right click (macOS) or long press (iOS) and select the "Restore Default" option.

To type in a value, right click (macOS) or long press (iOS) and select the "Enter Value" option.

To see a brief description of what a control does, hover (macOS) or long press and select the "Enter Value" option (iOS).

Top Bar

Bypass Button: Globally enables or disables the plug-in's processing.

Undo & Redo Buttons: Our plug-ins have their own undo/redo stack. Only user actions are recorded into the undo/redo stack. The undo button restores the state before the most recent user interaction. The redo button restores the state before the most recent undo.

AB Settings Buttons: Toggles between two sets of plug-in settings. Use the "A" and "B" buttons to select which set is *active*. Tap the arrow to copy settings from the *active* to the *non-active* settings. This operates independently from the Morph Settings feature, and morph values are not changed by using the AB settings.

Morph Button: Toggles Morph Edit mode off and on. Also displays Morph Actions (right click on macOS). For a full guide to the Morph Settings feature, see here: Manuals – Sketch Audio

Side Bar

Morph Slider: Transitions between the current parameter values and the morph values. Can be set to the left side of the plug-in in the settings menu.

GO! Button: Immediately sets the Morph Slider to the top position. Useful for a quick cut to the morph values. Momentary by default, can be set to latch mode in the settings menu.

Bottom Bar

Preset Menu: Displays the name of the current preset (with a "*" if the preset is modified). Tap the preset name to display the presets menu. The dice button changes to a random factory preset. The L/R arrows cycle through the current bank of presets.

Quality Mode: Toggles between the *Standard* and *High* quality modes. High quality mode enables oversampling plus additional advanced anti-aliasing techniques where relevant. Read more about our quality modes on our blog.

Out: Sets the global output gain of the plug-in (pre-mix). Useful for output level matching in conjunction with Match Gain (see below).

Mix: Sets the global dry/wet for the effect.

Match Gain: Sets the Out gain such that the perceived input and output levels match. Match Gain uses the signal's K-weighted RMS value with a 400 ms integration time to estimate perceived loudness. This means the Match Gain value will vary somewhat depending on when you tap the button.

Settings Button: Shows the settings menu.

Menu

Auto Gain: When enabled, automatically changes a *module's* output gain by the opposite amount of the input gain or drive change.

Presets

Save Preset Button: Saves a user preset. Your user presets are synced across all your devices. To save to a user-selected location, see *Swipe Actions*.

Import Preset Button: Imports a user preset from a user-selected location.

Share All User Presets Button: Saves all the presets in the user bank to a user-selected location.

Delete All User Presets Button: Deletes all the presets in the user bank.

Swipe Actions: Swipe left on a user preset to reveal the *share* and *delete* actions. The share action lets you save to a user-selected location. You can also right-click to access these actions.